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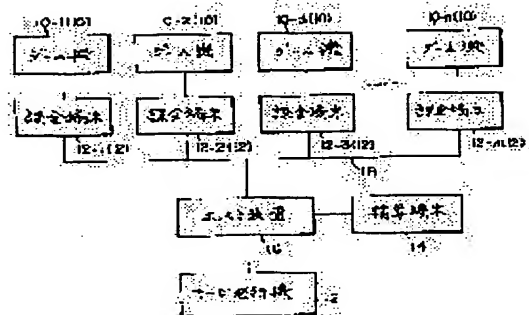
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(54) ADMINISTRATIVE SYSTEM FOR GAME FACILITY

(57)Abstract

PROBLEM TO BE SOLVED: To enable an administrative system to grasp detailed player-utilizing situation of each game machine.

SOLUTION: This is an administrative system for a game facility to collect and control information of player-utilization from each game machine 10. On this system, when an information memorized card, which is inputted with personal information of the machine utilizer, is set to a tariff imposing end 12, the personal information is read from the information memorized card and is outputted to a host device 16 via network 18. The host device 16 memorizes a received personal information from each of the terminal end machine relatedly to the utilization information, including at least identifying information of the kind of a game machine to which an end machine is attached.



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CLAIMS

[Claim(s)]

[Claim 1] The information storage medium which is the play-facilities managerial system which carries out collection management of the use information on each play device of recreation facilities, and is possessed by each user of play facilities. The device terminal which reads the information which said each play device is equipped with, receives said information storage medium on the occasion of use of a game device, and is memorized by this information storage medium. The host equipment connected through said each device terminal and means of communications is included. To said information discernment medium The individual humanity news of the user who possesses this information discernment medium is written in. Said device terminal Said individual humanity news which receives said information storage medium and is memorized by this information storage medium is read, and it is formed so that it may transmit to said host equipment through said means of communications. Said host equipment The play-facilities managerial system characterized by including a use information storage means to associate and memorize the individual humanity news from each device terminal which receives, and use information including the play instrument identification information that the classification of the play device by which this device terminal was established at least is expressed.

[Claim 2] The information storage medium by which it is the play-facilities managerial system which carries out collection management of the use information on each play device of recreation facilities, and a user's ID possessed by each user of play facilities was written in. The device terminal which reads ID which said each play device is equipped with, receives said information storage medium on the occasion of use of a game device, and is memorized by this information storage medium. The host equipment connected through said each device terminal and means of communications is included. Said device terminal Said ID which receives said information storage medium and is memorized by this information storage medium is read, and it is formed so that it may transmit to said host equipment through said means of communications. Said host equipment An individual humanity news storage means by which the individual humanity news beforehand related with each user's ID was memorized. The play-facilities managerial system characterized by including a use information storage means to relate with use information including the play instrument identification information that the classification of the play device by which a user's individual humanity news was prepared in this device terminal at least is expressed, and to memorize, based on ID from each device terminal which receives.

[Claim 3] It is the play-facilities managerial system characterized by being formed as an accounting terminal which charges a user when said information discernment medium is formed as a storage for postPEIDO or prepaid one, said device terminal receives said information storage medium in either of claims 1 and 2 and it permits use of a play device.

[Claim 4] It is the play-facilities managerial system characterized by including further a use information temporary storage means to associate said individual humanity news or ID information that said device terminal is transmitted to said use information storage means in either of claims 1-3, and said use information, and to memorize temporarily.

[Claim 5] It is the play-facilities managerial system characterized by including the use time information showing the time of day when the play device was used for said said use information, including further a clock means by which said device terminal outputs time information in either of claims 1-4, and outputting.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Field of the Invention] This invention relates to the play-facilities managerial system which can grasp the use situation of two or more play devices especially about a play-facilities managerial system.

[0002]

Background Art and Problem(s) to be Solved by the Invention] Conventionally, in play facilities, such as a game center where it had two or more game machines, it is that a user throws the coin of the predetermined amount of money into the coin slot prepared for every game machine as a use tariff, and management of these play facilities has been performed.

[0003] With recreation facilities, if the use situation for every game machine can be grasped, a facility is effectively manageable such.

[0004] However, in the conventional play facilities, the facility management person was difficult for it not to come out carrying out direct observation of the use situation of each play device, or after operating termination to acquire the information over the use situation of play facilities only by [of each play device] selling and investigating, but to acquire the extensive information over the use situation of these play facilities.

[0005] This invention makes it a technical problem to offer a play-facilities managerial system with a facility management person able to be made in view of the above-mentioned problem, and to grasp the use situation of each game machine in a detail.

[0006]

[Means for Solving the Problem] The information storage medium which invention of claim 1 is a play-facilities managerial system which carries out collection management of the use information on each play device of recreation facilities, and is possessed by each user of play facilities, The device terminal which reads the information which said each play device is equipped with, receives said information storage medium on the occasion of use of a game device, and is memorized by this information storage medium, The host equipment connected through said each device terminal and means of communications is included. To said information discernment medium The individual humanity news of the user who possesses this information discernment medium is written in. Said device terminal Said individual humanity news which receives said information storage medium and is memorized by this information storage medium is read, and it is formed so that it may transmit to said host equipment through said means of communications. Said host equipment It is characterized by including a use information storage means to associate and memorize the individual humanity news from each device terminal which receives, and use information including the play instrument identification information that the classification of the play device by which this device terminal was established at least is expressed.

[0007] According to invention of claim 1, said host equipment and said device terminal are connected by means of communications possible [an information communication link], and a user's individual humanity news read from said information storage medium at said device terminal is sent to host equipment through said means of communications. As said user's individual humanity news, a user's age, sex, etc. are set up, for example.

[0008] Moreover, said use information storage means to associate and memorize said individual humanity news and said use information is formed in said host equipment. The user's score etc. can be included in said use information, for example.

[0009] And the use information and individual humanity news which are transmitted by said means of communications from said device terminal are memorized by said use information storage means.

[0010] In the conventional play facilities, the facility management person was difficult to be only able to acquire the information over the use situation of play facilities for the use situation of each play device by [of each play device] selling and investigating guessing or after operating termination a direct view, and to acquire the extensive information over the use situation of these play facilities.

[0011] On the other hand, by transmitting a class of play device, a score, etc. which the user concerning the individual humanity news read at said device terminal and its individual humanity news used to said host equipment by said means of communications according to invention of claim 1 For example, the extensive use information on "the average age of the user of a specific play device" and the play facilities "an average score of the user of specific age" can be acquired easily.

[0012] The information storage medium by which invention of claim 2 is a play-facilities managerial system which carries out collection management of the use information on each play device of recreation facilities, and a user's ID

possessed by each user of play facilities was written in, The device terminal which reads ID which said each play device is equipped with, receives said information storage medium on the occasion of use of a game device, and is memorized by this information storage medium, The host equipment connected through said each device terminal and means of communications is included, Said device terminal Said ID which receives said information storage medium and is memorized by this information storage medium is read, and it is formed so that it may transmit to said host equipment through said means of communications. Said host equipment An individual humanity news storage means by which the individual humanity news beforehand related with each user's ID was memorized, It is characterized by including a use information storage means to relate with use information including the play instrument identification information that the classification of the play device by which a user's individual humanity news was prepared in this device terminal at least is expressed, and to memorize, based on ID from each device terminal which receives.

[0013] According to invention of claim 2, a user's individual humanity news is beforehand related with a user's ID, and is memorized by the individual humanity news storage means by the side of host equipment. And each user's ID is memorized at least by the information storage medium handed to a user.

[0014] And a user's use of each play device transmits a user's ID read from the information storage medium to host equipment through means of communications.

[0015] The host equipment which received this ID is related with use information including the play instrument identification information that the classification of a play device is expressed for a user's individual humanity news at least based on ID which received, and is memorized.

[0016] Thereby, according to this invention, the extensive use information on play facilities can be easily acquired like invention of claim 1.

[0017] Especially, according to this invention, by memorizing the individual humanity news beforehand related with each user's ID, the storage amount of information to the information storage published to each user can be lessened, and, moreover, the extensive use information on play facilities can be easily acquired as the whole system to a host equipment side.

[0018] When said information discernment medium is formed for invention of claim 3 as a storage for postPEIDO or prepaid one in either of claims 1-2, said device terminal receives said information storage medium and it permits use of a play device, it is characterized by being formed as an accounting terminal which charges a user.

[0019] According to invention of claim 3, said information storage medium is formed as a storage for postPEIDO or prepaid one, and the device terminal with which each play device was equipped is formed as an accounting terminal.

[0020] Thereby, in case a user uses a play device, an opportunity to set the information storage said postPEIDO or for prepaid one to a terminal at a device terminal is used, and it becomes possible to collect certainly a user's individual humanity news or ID information for every play facilities.

[0021] By forming said information storage as a storage for postPEIDO or prepaid one especially, an opportunity to publish an information storage can be used and the individual humanity news or ID information for every user can be written in a storage. For example, when publishing the card for postPEIDO or prepaid one as said information storage medium, a card issue machine is installed in play facilities in many cases. In this case, what is necessary is just to form so that a card may be published when a means to input a means, for example, age, to input a user's individual humanity news, sex, etc. is formed in the card issue machine and a user inputs these individual humanity news into it.

[0022] Invention of claim 4 is characterized by said device terminal including further a use information temporary storage means to associate said individual humanity news or ID information transmitted to said use information storage means, and said use information, and to memorize temporarily in either of claims 1-3.

[0023] According to invention of claim 4, said device terminal is constituted including said use information temporary storage means. In this way, if the information which should be transmitted to said use information storage means with this use information temporary storage means is temporarily memorized by said device terminal side, it can be managed even if it does not carry out the communication link by said means of communications to real time. Moreover, also when said host equipment is downed, disappearance of those information can be made into the minimum, and the dependability of play-facilities management can be raised.

[0024] Invention of claim 5 is characterized by for said device terminal including the use time information showing the time of day when the play device was used for said said use information, including further a clock means to output time information, and outputting it in either of claims 1-4.

[0025] According to invention of claim 5, said device terminal is constituted including said clock means. And this clock means outputs by making into use time information timing by which said information storage medium was inserted in said device terminal, for example. In this way, the use time information outputted is included in the use information memorized by said use information storage means of said host equipment.

[0026] If it carries out like this, the play device of play facilities can accumulate each time amount used by the user in host equipment, and the facility management person of play facilities will become possible [grasping further the extensive use information on the use situation of these play facilities, for example, "change of a utilization factor by the time zone of a specific play device", and play facilities, such as "the average age of the user of a specific play device, and a utilization-time band", in a detail]. And as a result, a facility management person can aim at more efficient management of play facilities.

[0027]

[Embodiment of the Invention] The example of this invention is explained to a detail based on a drawing.

[0028] Drawing 1 is the schematic diagram showing the play-facilities managerial system concerning this invention.

[0029] The card issue machine 2 which this play-facilities managerial system is arranged in play facilities, and publishes a magnetic-recording card to a facility user. Each game machine 10-1 arranged in play facilities, 10-2, 10-3, —, the accounting terminal 12-1 as a device terminal connected to 10-n, 12-2, 12-3, —, 12-n. A network 18 connects possible [a communication link] and the settlement-of-accounts terminal 14 and the host equipment 16 for paying the use tariff in play facilities are constituted.

[0030] As for said card issue machine 2, a user's ID information is magnetically initialized in the case of card issue.

[0031] The user of these play facilities inserts in said accounting terminal 12 the magnetic-recording card which each one possesses, uses each game machine 10, inserts this magnetic-recording card in said settlement-of-accounts terminal 14, and pays the use tariff of these play facilities.

[0032] Said accounting terminal 12 performs accounting to use of the game machine 10 in play facilities, and it connects with each game machine 10 electrically, and it is used for it.

[0033] Drawing 2 is the block diagram showing the configuration of the accounting terminal 12 of this play-facilities managerial system. The accounting terminal 12 shown in this drawing is constituted including a control section 20, the read/write section 22, the printout section 24, the management information memory 26, the unit price information memory 28, the unit price information light section 30, and the communications department 32.

[0034] Said read/write section 22 performs read-out and the writing of magnetic recording to said magnetic-recording card, and said printout section 24 carries out the printout of the accounting information to use of the game machine 10 to which this accounting terminal 12 was connected to the rear face of said magnetic-recording card.

[0035] Said management information memory 26 is for memorizing the management information for controlling prohibition of use of the game machine 10 concerned etc., when said magnetic-recording card concerning the specific user of these play facilities is used. That is, magnetic recording of the ID information on a proper is carried out to said especially magnetic-recording card of this play-facilities managerial system. This ID information is given by said card issue machine 2 in the case of card issue. Said management information memory 26 associates ID information and the control information showing the control which should be performed when the ID information is inserted in this accounting terminal 12, and memorizes them as management information.

[0036] The unit price information showing the unit price of the use tariff of the game machine 10 to which this accounting terminal 12 is connected is written in, said unit price information memory 28 is memorized, and said unit price information light section 30 is for writing unit price information in said unit price information memory 28.

[0037] Said control section 20 performs motion control of the game machine 10 which connects this accounting terminal 12 and this accounting terminal 12, and contains the game control section 34 which controls a game machine 10 especially, and the accounting control section 36 charged to use of a game machine 10.

[0038] If said magnetic-recording card is inserted in this accounting terminal 12 which constitutes more than, said control section 20 containing said game control section 34 and said accounting control section 36 will read ID information from this magnetic-recording card by said read/write section 22. And a game machine 10 is controlled based on the control information included in the management information which investigates whether said game control section 34 is in agreement with one of ID information read ID information is remembered to be by the management information memory 26, and corresponds if in agreement. Moreover, if ID information is not in agreement, the purport of use authorization is only transmitted to a game machine 10. It is also possible to change the contents of a game by this control information to the user concerning ID of specification [**** / forbidding use of the game machine of the user concerning specific ID]. Therefore, when the information storage which a user possesses is lost, use of the lost information storage can be forbidden to said management information memory 26 by making ID information concerning the user, and the control information of the purport which should forbid use memorize. As for the write-in control to each management information memory 26 of such information, it is desirable to constitute so that it may carry out by host equipment 16 bundling up through a network 18.

[0039] Moreover, said accounting control section 36 performs the printout of accounting information at the rear face of said magnetic-recording card by said printout section 24 while writing accounting information in said magnetic-recording card by said read/write section 22 based on the unit price information memorized by said unit price information memory 28. Moreover, for every predetermined time amount, by said communications department 32, ID information and a user's accounting information of the user of a game machine 10 are associated, and it transmits to said host equipment 16.

[0040] In addition, it is good also as making all ID information concerning what is the visitor of these play facilities and permits use of each game machine 10 to said management information memory 26 memorize with the control information corresponding to this ID information. Then, if control which forbids use of the game machine 10 by the magnetic-recording card is performed when the magnetic-recording card with which ID information which is not memorized by said management information memory 26 was recorded on this accounting terminal 12 is inserted, it is possible to change the contents of a game to the user concerning ID of specification [**** / forbidding use of the game machine of the user concerning specific ID or an outsider].

[0041] Next, said host equipment 16 is explained.

[0042] Drawing 3 is the block diagram showing the configuration of said host equipment 16. The host equipment 16 shown in this drawing is constituted including the communications department 38 and the memory section 40.

[0043] Said communications department 38 is the means of communications for performing an information communication link using said accounting terminal 12 connected to each game machine 10, said settlement-of-

accounts terminal 14, and said network 18, and said especially memory section 40 contains the individual humanity news storage section 42, the accounting information are recording section 44, and the use information storage section 46.

[0044] Said individual humanity news storage section 42 relates individual humanity news, such as age of the user of these play facilities, and sex, with ID information on said magnetic-recording card which the user uses, and memorizes it.

[0045] For every predetermined time amount, by said communications department 38, said accounting information are recording section 44 receives accounting information with ID information from said accounting terminal 12, and accumulates those information.

[0046] As for said use information storage section 46, use information, such as a model of used game machine 10 to which it is transmitted by said communications department 38 with said accounting terminal 12 to ID information and this ID information, and used time amount, is memorized for every predetermined time amount. For example, the clock which is not illustrated to said accounting terminal 12 is formed, and if use time of day is constituted from timing to which said magnetic-recording card is inserted or discharged by this accounting terminal, and timing which a play device ends possible [an output], it will also become possible to memorize this use time of day as a part of use information in said use information storage section.

[0047] In this play-facilities managerial system, since ID information on said magnetic-recording card is related with individual humanity news, such as age of the user who uses this magnetic-recording card, and sex, the manager of these play facilities can know the extensive use information on these play facilities by matching the use information and this individual humanity news which were accumulated in said use information storage section 46. Consequently, according to this play-facilities managerial system, a manager can employ more efficient play facilities using the starting extensive use information.

[0048] Next, said settlement-of-accounts terminal 14 is explained.

[0049] Drawing 4 is the block diagram showing the configuration of said settlement-of-accounts terminal 14. The settlement-of-accounts terminal 14 shown in this drawing is constituted including the lead section 48, the tariff operation part 50, the settlement-of-accounts check section 52, the communications department 54, and the output section 56.

[0050] Said lead section 48 reads ID information and accounting information which receive said magnetic-recording card and are memorized by this magnetic-recording card.

[0051] Said tariff operation part 50 calculates the grand total of the use tariff in these play facilities based on the read accounting information, and said output section 56 outputs the result of an operation.

[0052] Said communications department 54 connects with said host equipment 16 possible [an information communication link] using said network 18, and receives the accounting information memorized by said accounting information are recording section 44 of said host equipment 16 for every predetermined time.

[0053] Said settlement-of-accounts check section 52 does not investigate adjustment with the accounting information which received by this communications department 54 in this way, and the accounting information read by said lead section 48, and when both adjustment cannot be taken, it warns a manager of the purport which has fault in the contents of settlement of accounts.

[0054] Next, based on the above explanation, an operation of this whole play-facilities managerial system is explained.

[0055] In using these play facilities, a user performs member registration, and creates a membership card. And a user's individual humanity news is recorded on the individual humanity news storage section 42 of said host equipment 16 by this member registration. And said magnetic-recording card for reversionary use of these play facilities is delivered to a user. A user's ID information is written in this magnetic storage card.

[0056] The user who entered the facility inserts said magnetic-recording card in said read/write section 22 of said accounting terminal 12 with which the game machine 10 to use was equipped. Under the present circumstances, ID information on the magnetic-recording card which a user has, and accounting information are remitted to said host equipment 16 through said network 18 with use information.

[0057] By this, sequential are recording of a user's ID information and the use information, such as classification of the used game machine 10 and used time amount, will be carried out at the use information storage section 46 of host equipment 16.

[0058] By following, for example, carrying out sequential are recording of the use information and its ID information on each game machine 10 in play facilities like a part and one year the 1st day, part and 1 week, and part and 1 month into the use information storage section 46 of host equipment 16, the use situation of each game machine 10 and its fluctuation can be known correctly, consequently the whole play facilities can be managed effectively.

[0059] For example, from these are recording data, the use situation of sex can be grasped for every game machine a user's age exception, moreover, fluctuation of the use situation in the unit for fluctuation of the use situation in the inside of the 1st, one week, one month, and one year can be grasped correctly, and this can be used as basic data for considering arrangement of the staff in a setup of the use tariff of a game machine 10, exchange, and play facilities.

[0060] And when a user finishes use of the game machine 10 in these play facilities, a user or the manager of a facility inserts a magnetic-recording card in the lead section 48 of said settlement-of-accounts terminal 14, and performs settlement-of-accounts processing. Under the present circumstances, at said settlement-of-accounts terminal 14, said lead section 48 reads in a magnetic-recording card the accounting information and ID information

which were written in with said accounting terminal 12, and said tariff operation part 50 calculates the use tariff of these play facilities based on that accounting information. Moreover, in this play-facilities managerial system, said settlement-of-accounts check section 52 is formed in said settlement-of-accounts terminal 12, and this settlement-of-accounts check section 52 can investigate adjustment with the accounting information of the user accumulated in said accounting information are recording section 44 of said host equipment 16, and the accounting information read from said magnetic-recording card. Moreover, if abnormalities should be in accounting information, correspondence by the official in charge is urged. In this way, in this play-facilities managerial system, it has succeeded in raising the dependability of a magnetic-recording card.

[0061] In addition, various deformation implementation is possible for this play-facilities managerial system explained above.

[0062] For example, although ID information was written in the magnetic-recording card in the above-mentioned example and a user's individual humanity news was related with this ID information, a user's individual humanity news may be directly written in said magnetic-recording card.

[0063] In this case, it is also easy to also perform specific control, when the magnetic-recording card with which specific individual humanity news is recorded at said accounting terminal 12 is inserted, and to perform control which changes the configuration of a game screen when the magnetic-recording card concerning the user below predetermined age is inserted in said accounting terminal 12 possible. In this way, said accounting terminal 12 can perform control which raises the enjoyableness of these play facilities by using the information recorded on said magnetic-recording card.

[0064] Furthermore, what is necessary is just to write the individual humanity news and use information which are sent to host equipment 16 from each accounting terminal 12 in the use information storage section 46 like the case of said facility in this case.

[0065] Moreover, not only video game but an attraction etc. is sufficient as said game machine 10. In this case, it only charges with the accounting terminal 12 and control of a game can also be based on the official in charge who manages an attraction.

[0066] Furthermore, although said unit price information light section 30 was formed in said accounting terminal 12 in the above-mentioned example, the unit price information on said unit price information memory 28 of two or more of said accounting terminals 12 can also be uniformly changed from said host equipment 16 using said network 18.

[0067] Moreover, in already shown drawing 2, if the temporary memory which memorizes temporarily various kinds of information transmitted to the preceding paragraph of said communications department 32 at said memory section 40 of said host equipment 16 is prepared, while not carrying out the communication link between the accounting terminal 12 and said host equipment 16 to real time, also when said host equipment 16 is downed, it should be [disappearance of required data] minimum-hard, and it should be stopped.

[0068]

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TECHNICAL FIELD

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TECHNICAL PROBLEM

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[0003] With recreation facilities, if the use situation for every game machine can be grasped, a facility is effectively manageable such.

[0004] However, in the conventional play facilities, the facility management person was difficult for it not to come out carrying out direct observation of the use situation of each play device, or after operating termination to acquire the information over the use situation of play facilities only by [of each play device] selling and investigating, but to acquire the extensive information over the use situation of these play facilities.

[0005] This invention makes it a technical problem to offer a play-facilities managerial system with a facility management person able to be made in view of the above-mentioned problem, and to grasp the use situation of each game machine in a detail.

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MEANS

[Means for Solving the Problem] The information storage medium which invention of claim 1 is a play-facilities managerial system which carries out collection management of the use information on each play device of recreation facilities, and is possessed by each user of play facilities. The device terminal which reads the information which said each play device is equipped with, receives said information storage medium on the occasion of use of a game device, and is memorized by this information storage medium. The host equipment connected through said each device terminal and means of communications is included. To said information discernment medium The individual humanity news of the user who possesses this information discernment medium is written in. Said device terminal Said individual humanity news which receives said information storage medium and is memorized by this information storage medium is read, and it is formed so that it may transmit to said host equipment through said means of communications. Said host equipment It is characterized by including a use information storage means to associate and memorize the individual humanity news from each device terminal which receives, and use information including the play instrument identification information that the classification of the play device by which this device terminal was established at least is expressed.

[0007] According to invention of claim 1, said host equipment and said device terminal are connected by means of communications possible [an information communication link], and a user's individual humanity news read from said information storage medium at said device terminal is sent to host equipment through said means of communications. As said user's individual humanity news, a user's age, sex, etc. are set up, for example.

[0008] Moreover, said use information storage means to associate and memorize said individual humanity news and said use information is formed in said host equipment. The user's score etc. can be included in said use information, for example.

[0009] And the use information and individual humanity news which are transmitted by said means of communications from said device terminal are memorized by said use information storage means.

[0010] In the conventional play facilities, the facility management person was difficult to be only able to acquire the information over the use situation of play facilities for the use situation of each play device by [of each play device] selling and investigating guessing or after operating termination a direct view, and to acquire the extensive information over the use situation of these play facilities.

[0011] On the other hand, by transmitting a class of play device, a score, etc. which the user concerning the individual humanity news read at said device terminal and its individual humanity news used to said host equipment by said means of communications according to invention of claim 1 For example, the extensive use information on "the average age of the user of a specific play device" and the play facilities "an average score of the user of specific age" can be acquired easily.

[0012] The information storage medium by which invention of claim 2 is a play-facilities managerial system which carries out collection management of the use information on each play device of recreation facilities, and a user's ID possessed by each user of play facilities was written in. The device terminal which reads ID which said each play device is equipped with, receives said information storage medium on the occasion of use of a game device, and is memorized by this information storage medium. The host equipment connected through said each device terminal and means of communications is included. Said device terminal Said ID which receives said information storage medium and is memorized by this information storage medium is read, and it is formed so that it may transmit to said host equipment through said means of communications. Said host equipment An individual humanity news storage means by which the individual humanity news beforehand related with each user's ID was memorized. It is characterized by including a use information storage means to relate with use information including the play instrument identification information that the classification of the play device by which a user's individual humanity news was prepared in this device terminal at least is expressed, and to memorize, based on ID from each device terminal which receives.

[0013] According to invention of claim 2, a user's individual humanity news is beforehand related with a user's ID, and is memorized by the individual humanity news storage means by the side of host equipment. And each user's ID is memorized at least by the information storage medium handed to a user.

[0014] And a user's use of each play device transmits a user's ID read from the information storage medium to host equipment through means of communications.

[0015] The host equipment which received this ID is related with use information including the play instrument identification information that the classification of a play device is expressed for a user's individual humanity news at least based on ID which received, and is memorized.

[0016] Thereby, according to this invention, the extensive use information on play facilities can be easily acquired like invention of claim 1.

[0017] Especially, according to this invention, by memorizing the individual humanity news beforehand related with each user's ID, the storage amount of information to the information storage published to each user can be lessened, and, moreover, the extensive use information on play facilities can be easily acquired as the whole system to a host equipment side.

[0018] When said information discernment medium is formed for invention of claim 3 as a storage for postPEIDO or prepaid one in either of claims 1-2, said device terminal receives said information storage medium and it permits use of a play device, it is characterized by being formed as an accounting terminal which charges a user.

[0019] According to invention of claim 3, said information storage medium is formed as a storage for postPEIDO or prepaid one, and the device terminal with which each play device was equipped is formed as an accounting terminal.

[0020] Thereby, in case a user uses a play device, an opportunity to set the information storage said postPEIDO or for prepaid one to a terminal at a device terminal is used, and it becomes possible to collect certainly a user's individual humanity news or ID information for every play facilities.

[0021] By forming said information storage as a storage for postPEIDO or prepaid one especially, an opportunity to publish an information storage can be used and the individual humanity news or ID information for every user can be written in a storage. For example, when publishing the card for postPEIDO or prepaid one as said information storage medium, a card issue machine is installed in play facilities in many cases. In this case, what is necessary is just to form so that a card may be published when a means to input a means, for example, age, to input a user's individual humanity news, sex, etc. is formed in the card issue machine and a user inputs these individual humanity news into it.

[0022] Invention of claim 4 is characterized by said device terminal including further a use information temporary storage means to associate said individual humanity news or ID information transmitted to said use information storage means, and said use information, and to memorize temporarily in either of claims 1-3.

[0023] According to invention of claim 4, said device terminal is constituted including said use information temporary storage means. In this way, if the information which should be transmitted to said use information storage means with this use information temporary storage means is temporarily memorized by said device terminal side, it can be managed even if it does not carry out the communication link by said means of communications to real time. Moreover, also when said host equipment is downed, disappearance of those information can be made into the minimum, and the dependability of play-facilities management can be raised.

[0024] Invention of claim 5 is characterized by for said device terminal including the use time information showing the time of day when the play device was used for, said said use information, including further a clock means to output time information, and outputting it in either of claims 1-4.

[0025] According to invention of claim 5, said device terminal is constituted including said clock means. And this clock means outputs by making into use time information timing by which said information storage medium was inserted in said device terminal, for example. In this way, the use time information outputted is included in the use information memorized by said use information storage means of said host equipment.

[0026] If it carries out like this, the play device of play facilities can accumulate each time amount used by the user in host equipment, and the facility management person of play facilities will become possible [grasping further the extensive use information on the use situation of these play facilities, for example, "change of a utilization factor by the time zone of a specific play device", and play facilities, such as "the average age of the user of a specific play device, and a utilization-time band", in a detail]. And as a result, a facility management person can aim at more efficient management of play facilities.

[0027]

[Embodiment of the Invention] The example of this invention is explained to a detail based on a drawing.

[0028] Drawing 1 is the schematic diagram showing the play-facilities managerial system concerning this invention.

[0029] The card issue machine 2 which this play-facilities managerial system is arranged in play facilities, and publishes a magnetic-recording card to a facility user, Each game machine 10-1 arranged in play facilities, 10-2, 10-3, —, the accounting terminal 12-1 as a device terminal connected to 10-n, 12-2, 12-3, —, 12-n, A network 18 connects possible [a communication link] and the settlement-of-accounts terminal 14 and the host equipment 16 for paying the use tariff in play facilities are constituted.

[0030] As for said card issue machine 2, a user's ID information is magnetically initialized in the case of card issue.

[0031] The user of these play facilities inserts in said accounting terminal 12 the magnetic-recording card which each one possesses, uses each game machine 10, inserts this magnetic-recording card in said settlement-of-accounts terminal 14, and pays the use tariff of these play facilities.

[0032] Said accounting terminal 12 performs accounting to use of the game machine 10 in play facilities, and it connects with each game machine 10 electrically, and it is used for it.

[0033] Drawing 2 is the block diagram showing the configuration of the accounting terminal 12 of this play-facilities managerial system. The accounting terminal 12 shown in this drawing is constituted including a control section 20, the read/write section 22, the printout section 24, the management information memory 26, the unit price information memory 28, the unit price information light section 30, and the communications department 32.

[0034] Said read/write section 22 performs read-out and the writing of magnetic recording to said magnetic-recording card, and said printout section 24 carries out the printout of the accounting information to use of the game machine 10 to which this accounting terminal 12 was connected to the rear face of said magnetic-recording

card.

[0035] Said management information memory 26 is for memorizing the management information for controlling prohibition of use of the game machine 10 concerned etc., when said magnetic-recording card concerning the specific user of these play facilities is used. That is, magnetic recording of the ID information on a proper is carried out to said especially magnetic-recording card of this play-facilities managerial system. This ID information is given by said card issue machine 2 in the case of card issue. Said management information memory 26 associates ID information and the control information showing the control which should be performed when the ID information is inserted in this accounting terminal 12, and memorizes them as management information.

[0036] The unit price information showing the unit price of the use tariff of the game machine 10 to which this accounting terminal 12 is connected is written in, said unit price information memory 28 is memorized, and said unit price information light section 30 is for writing unit price information in said unit price information memory 28.

[0037] Said control section 20 performs motion control of the game machine 10 which connects this accounting terminal 12 and this accounting terminal 12, and contains the game control section 34 which controls a game machine 10 especially, and the accounting control section 36 charged to use of a game machine 10.

[0038] If said magnetic-recording card is inserted in this accounting terminal 12 which constitutes more than, said control section 20 containing said game control section 34 and said accounting control section 36 will read ID information from this magnetic-recording card by said read/write section 22. And a game machine 10 is controlled based on the control information included in the management information which investigates whether said game control section 34 is in agreement with one of ID information read ID information is remembered to be by the management information memory 26, and corresponds if in agreement. Moreover, if ID information is not in agreement, the purport of use authorization is only transmitted to a game machine 10. It is also possible to change the contents of a game by this control information to the user concerning ID of specification [**** / forbidding use of the game machine of the user concerning specific ID]. Therefore, when the information storage which a user possesses is lost, use of the lost information storage can be forbidden to said management information memory 26 by making ID information concerning the user, and the control information of the purport which should forbid use memorize. As for the write-in control to each management information memory 26 of such information, it is desirable to constitute so that it may carry out by host equipment 16 bundling up through a network 18.

[0039] Moreover, said accounting control section 36 performs the printout of accounting information at the rear face of said magnetic-recording card by said printout section 24 while writing accounting information in said magnetic-recording card by said read/write section 22 based on the unit price information memorized by said unit price information memory 28. Moreover, for every predetermined time amount, by said communications department 32, ID information and a user's accounting information of the user of a game machine 10 are associated, and it transmits to said host equipment 16.

[0040] In addition, it is good also as making all ID information concerning what is the visitor of these play facilities and permits use of each game machine 10 to said management information memory 26 memorize with the control information corresponding to this ID information. Then, if control which forbids use of the game machine 10 by the magnetic-recording card is performed when the magnetic-recording card with which ID information which is not memorized by said management information memory 26 was recorded on this accounting terminal 12 is inserted, it is possible to change the contents of a game to the user concerning ID of specification [**** / forbidding use of the game machine of the user concerning specific ID or an outsider].

[0041] Next, said host equipment 16 is explained.

[0042] Drawing 3 is the block diagram showing the configuration of said host equipment 16. The host equipment 16 shown in this drawing is constituted including the communications department 38 and the memory section 40.

[0043] Said communications department 38 is the means of communications for performing an information communication link using said accounting terminal 12 connected to each game machine 10, said settlement-of-accounts terminal 14, and said network 18, and said especially memory section 40 contains the individual humanity news storage section 42, the accounting information are recording section 44, and the use information storage section 46.

[0044] Said individual humanity news storage section 42 relates individual humanity news, such as age of the user of these play facilities, and sex, with ID information on said magnetic-recording card which the user uses, and memorizes it.

[0045] For every predetermined time amount, by said communications department 38, said accounting information are recording section 44 receives accounting information with ID information from said accounting terminal 12, and accumulates those information.

[0046] As for said use information storage section 46, use information, such as a model of used game machine 10 to which it is transmitted by said communications department 38 with said accounting terminal 12 to ID information and this ID information, and used time amount, is memorized for every predetermined time amount. For example, the clock which is not illustrated to said accounting terminal 12 is formed, and if use time of day is constituted from timing to which said magnetic-recording card is inserted or discharged by this accounting terminal, and timing which a play device ends possible [an output], it will also become possible to memorize this use time of day as a part of use information in said use information storage section.

[0047] In this play-facilities managerial system, since ID information on said magnetic-recording card is related with individual humanity news, such as age of the user who uses this magnetic-recording card, and sex, the manager of these play facilities can know the extensive use information on these play facilities by matching the use information

and this individual humanity news which were accumulated in said use information storage section 46. Consequently, according to this play-facilities managerial system, a manager can employ more efficient play facilities using the starting extensive use information.

[0048] Next, said settlement-of-accounts terminal 14 is explained.

[0049] Drawing 4 is the block diagram showing the configuration of said settlement-of-accounts terminal 14. The settlement-of-accounts terminal 14 shown in this drawing is constituted including the lead section 48, the tariff operation part 50, the settlement-of-accounts check section 52, the communications department 54, and the output section 56.

[0050] Said lead section 48 reads ID information and accounting information which receive said magnetic-recording card and are memorized by this magnetic-recording card.

[0051] Said tariff operation part 50 calculates the grand total of the use tariff in these play facilities based on the read accounting information, and said output section 56 outputs the result of an operation.

[0052] Said communications department 54 connects with said host equipment 16 possible [an information communication link] using said network 18, and receives the accounting information memorized by said accounting information are recording section 44 of said host equipment 16 for every predetermined time.

[0053] Said settlement-of-accounts check section 52 does not investigate adjustment with the accounting information which received by this communications department 54 in this way, and the accounting information read by said lead section 48, and when both adjustment cannot be taken, it warns a manager of the purport which has fault in the contents of settlement of accounts.

[0054] Next, based on the above explanation, an operation of this whole play-facilities managerial system is explained.

[0055] In using these play facilities, a user performs member registration, and creates a membership card. And a user's individual humanity news is recorded on the individual humanity news storage section 42 of said host equipment 16 by this member registration. And said magnetic-recording card for reversionary use of these play facilities is delivered to a user. A user's ID information is written in this magnetic storage card.

[0056] The user who entered the facility inserts said magnetic-recording card in said read/write section 22 of said accounting terminal 12 with which the game machine 10 to use was equipped. Under the present circumstances, ID information on the magnetic-recording card which a user has, and accounting information are remitted to said host equipment 16 through said network 18 with use information.

[0057] By this, sequential are recording of a user's ID information and the use information, such as classification of the used game machine 10 and used time amount, will be carried out at the use information storage section 46 of host equipment 16.

[0058] By following, for example, carrying out sequential are recording of the use information and its ID information on each game machine 10 in play facilities like a part and one year the 1st day, part and 1 week, and part and 1 month into the use information storage section 46 of host equipment 16, the use situation of each game machine 10 and its fluctuation can be known correctly, consequently the whole play facilities can be managed effectively.

[0059] For example, from these are recording data, the use situation of sex can be grasped for every game machine a user's age exception, moreover, fluctuation of the use situation in the unit for fluctuation of the use situation in the inside of the 1st, one week, one month, and one year can be grasped correctly, and this can be used as basic data for considering arrangement of the staff in a setup of the use tariff of a game machine 10, exchange, and play facilities.

[0060] And when a user finishes use of the game machine 10 in these play facilities, a user or the manager of a facility inserts a magnetic-recording card in the lead section 48 of said settlement-of-accounts terminal 14, and performs settlement-of-accounts processing. Under the present circumstances, at said settlement-of-accounts terminal 14, said lead section 48 reads in a magnetic-recording card the accounting information and ID information which were written in with said accounting terminal 12, and said tariff operation part 50 calculates the use tariff of these play facilities based on that accounting information. Moreover, in this play-facilities managerial system, said settlement-of-accounts check section 52 is formed in said settlement-of-accounts terminal 12, and this settlement-of-accounts check section 52 can investigate adjustment with the accounting information of the user accumulated in said accounting information are recording section 44 of said host equipment 16, and the accounting information read from said magnetic-recording card. Moreover, if abnormalities should be in accounting information, correspondence by the official in charge is urged. In this way, in this play-facilities managerial system, it has succeeded in raising the dependability of a magnetic-recording card.

[0061] In addition, various deformation implementation is possible for this play-facilities managerial system explained above.

[0062] For example, although ID information was written in the magnetic-recording card in the above-mentioned example and a user's individual humanity news was related with this ID information, a user's individual humanity news may be directly written in said magnetic-recording card.

[0063] In this case, it is also easy to also perform specific control, when the magnetic-recording card with which specific individual humanity news is recorded at said accounting terminal 12 is inserted, and to perform control which changes the configuration of a game screen when the magnetic-recording card concerning the user below predetermined age is inserted in said accounting terminal 12 possible. In this way, said accounting terminal 12 can perform control which raises the enjoyableness of these play facilities by using the information recorded on said magnetic-recording card.

[0064] Furthermore, what is necessary is just to write the individual humanity news and use information which are sent to host equipment 16 from each accounting terminal 12 in the use information storage section 46 like the case of said facility in this case.

[0065] Moreover, not only video game but an attraction etc. is sufficient as said game machine 10. In this case, it only charges with the accounting terminal 12 and control of a game can also be based on the official in charge who manages an attraction.

[0066] Furthermore, although said unit price information light section 30 was formed in said accounting terminal 12 in the above-mentioned example, the unit price information on said unit price information memory 28 of two or more of said accounting terminals 12 can also be uniformly changed from said host equipment 16 using said network 18.

[0067] Moreover, in already shown drawing 2, if the temporary memory which memorizes temporarily various kinds of information transmitted to the preceding paragraph of said communications department 32 at said memory section 40 of said host equipment 16 is prepared, while not carrying out the communication link between the accounting terminal 12 and said host equipment 16 to real time, also when said host equipment 16 is downed, it should be [disappearance of required data] minimum-hard, and it should be stopped.

[Translation done.]

* NOTICES *

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the schematic diagram showing the play-facilities managerial system concerning this invention.

[Drawing 2] It is the block diagram showing the configuration of the accounting terminal of this play-facilities managerial system.

[Drawing 3] It is the block diagram showing the configuration of the host equipment of this play-facilities managerial system.

[Drawing 4] It is the block diagram showing the configuration of the settlement-of-accounts terminal of this play-facilities managerial system.

[Description of Notations]

10 Game Machine (Play Device)

12 Accounting Terminal

14 Settlement-of-Accounts Terminal

16 Host Equipment

18 Network (Means of Communications)

22 Read/write Section (Read/write Means for Accounting Terminals)

34 Game Control Section

36 Accounting Control Section

50 Tariff Operation Part

44 Accounting Information Are Recording Section

46 Use Information Storage Section

[Translation done.]

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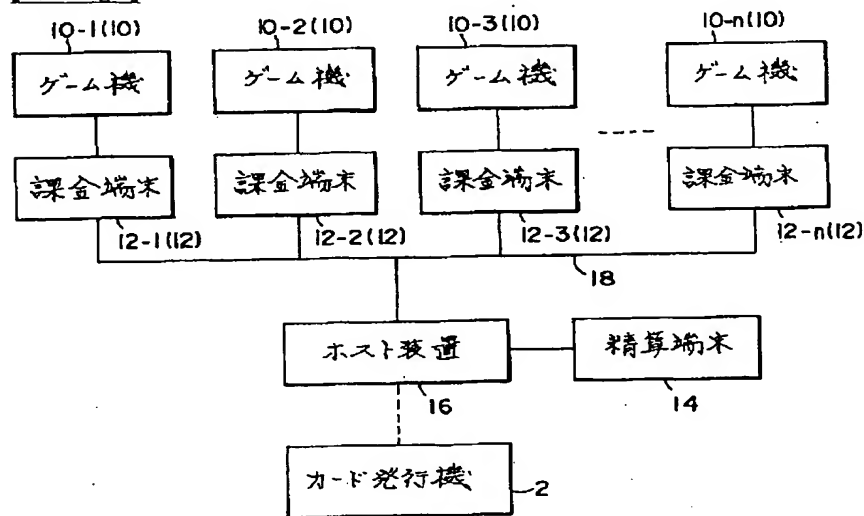
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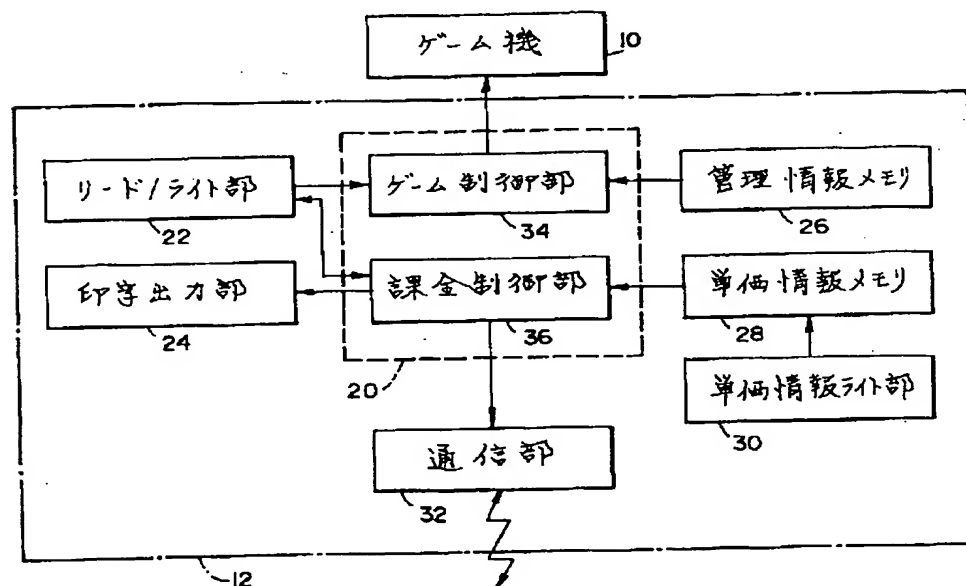
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DRAWINGS

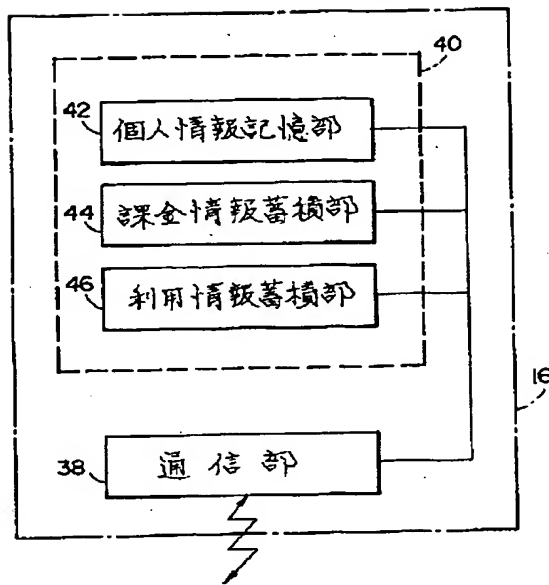
[Drawing 1]



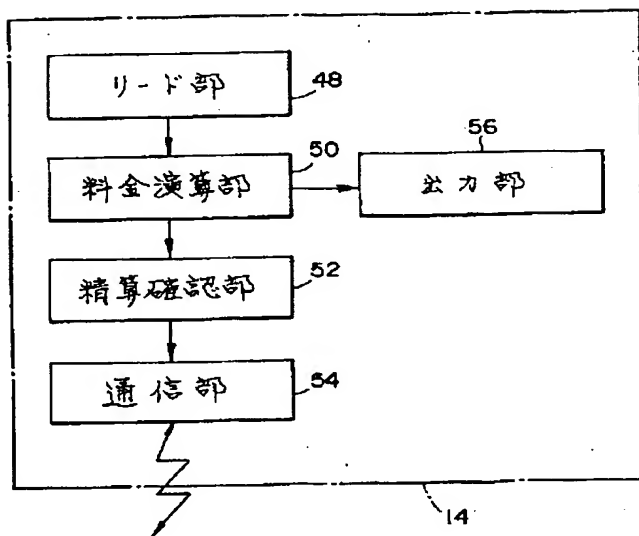
[Drawing 2]



[Drawing 3]



[Drawing 4]



[Translation done.]

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CORRECTION OR AMENDMENT

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 [Item(s) to be Amended] Claim
 [Method of Amendment] Modification
 [Proposed Amendment]
 [Claim(s)]

[Claim 1] The device terminal which reads the information which receives the information storage medium by which it is the play-facilities managerial system which carries out collection management of the use information on each play device of recreation facilities, prepared for said each play device, and was possessed by each user of play facilities on the occasion of use of a game device, and a user's individual humanity news was written in, and is memorized by this information storage medium,

Host equipment connected through said each device terminal and means of communications,
 Implication,

Said device terminal,

Said individual humanity news which receives said information storage medium and is memorized by this information storage medium is read, and it is formed so that it may transmit to said host equipment through said means of communications,

Said host equipment,

The play-facilities managerial system characterized by including a use information storage means to associate and memorize the individual humanity news from each device terminal which receives, and use information including the play instrument identification information that the classification of the play device by which this device terminal was established at least is expressed.

[Claim 2] It is the play-facilities managerial system which carries out collection management of the use information on each play device of recreation facilities,

The device terminal which reads ID which receives the information storage medium by which it prepared for said each play device, and was possessed by each user of play facilities on the occasion of use of a game device, and a user's ID was written in, and is memorized by this information storage medium,

Host equipment connected through said each device terminal and means of communications,
Implication,

Said device terminal,

Said ID which receives said information storage medium and is memorized by this information storage medium is read, and it is formed so that it may transmit to said host equipment through said means of communications,

Said host equipment,

An individual humanity news storage means by which the individual humanity news beforehand related with each user's ID was memorized,

A use information storage means to relate with use information including the play instrument identification information that the classification of the play device by which a user's individual humanity news was prepared in this device terminal at least is expressed based on ID from each device terminal which receives, and to memorize,

***** — the play-facilities managerial system characterized by things.

[Claim 3] In either of claims 1 and 2,

Said information discernment medium,

It is formed as a storage for postPEIDO or prepaid one,

Said device terminal,

The play-facilities managerial system characterized by being formed as an accounting terminal which charges a user when receiving said information storage medium and permitting use of a play device.

[Claim 4] In either of claims 1-3,

Said device terminal,

The play-facilities managerial system characterized by including further a use information temporary storage means to associate said individual humanity news or ID information transmitted to said use information storage means, and said use information, and to memorize temporarily.

[Claim 5] In either of claims 1-4,

Said device terminal,

The play-facilities managerial system characterized by including the use time information showing the time of day when the play device was used for said said use information, including further a clock means to output time information, and outputting.

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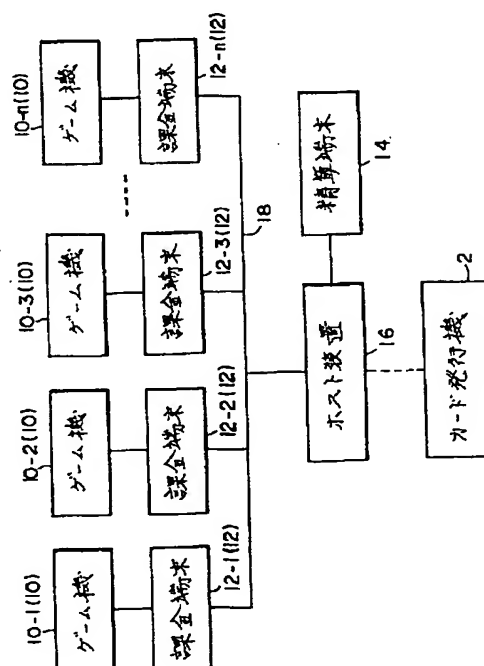
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(54) 【発明の名称】 遊戯施設管理システム

(57) 【要約】

【課題】 施設管理者が各ゲーム機の利用状況を詳細に把握することが可能な遊戯施設管理システムを提供すること。

【解決手段】 遊技施設の各遊戯機器10の利用情報を収集管理する遊戯施設管理システムである。このシステムは、利用者の個人情報が書き込まれる情報記憶カードが、各遊戯機器10の利用に際して課金端末12へセットされると、情報記憶カードから個人情報が読み出され、ネットワーク18を介しホスト装置16へ送信される。前記ホスト装置16は、受信する各機器端末からの個人情報と、少なくとも該機器端末が設けられた遊戯機器の種別を表す遊戯機器識別情報を含む利用情報と、を関連づけて記憶する。



【特許請求の範囲】

【請求項 1】 遊技施設の各遊戯機器の利用情報を収集管理する遊戯施設管理システムであって、

遊戯施設の各利用者に所持される情報記憶媒体と、
前記各遊戯機器に備えられ、遊戯機器の利用に際して前記情報記憶媒体を受け入れて該情報記憶媒体に記憶されている情報を読み出す機器端末と、

前記各機器端末と通信手段を介して接続されたホスト装置と、

を含み、

前記情報識別媒体には、

該情報識別媒体を所持する利用者の個人情報が書き込まれ、

前記機器端末は、

前記情報記憶媒体を受け入れて該情報記憶媒体に記憶されている前記個人情報を読み出し、前記通信手段を介して前記ホスト装置に送信するように形成され、

前記ホスト装置は、

受信する各機器端末からの個人情報と、少なくとも該機器端末が設けられた遊戯機器の種別を表す遊戯機器識別情報を含む利用情報と、を関連づけて記憶する利用情報蓄積手段を含むことを特徴とする遊戯施設管理システム。

【請求項 2】 遊技施設の各遊戯機器の利用情報を収集管理する遊戯施設管理システムであって、

遊戯施設の各利用者に所持される、利用者の ID が書き込まれた情報記憶媒体と、

前記各遊戯機器に備えられ、遊戯機器の利用に際して前記情報記憶媒体を受け入れて該情報記憶媒体に記憶されている ID を読み出す機器端末と、

前記各機器端末と通信手段を介して接続されたホスト装置と、

を含み、

前記機器端末は、

前記情報記憶媒体を受け入れて該情報記憶媒体に記憶されている前記 ID を読み出し、前記通信手段を介して前記ホスト装置に送信するように形成され、

前記ホスト装置は、

予め各利用者の ID に関連付けた個人情報が記憶された個人情報記憶手段と、

受信する各機器端末からの ID に基づき、利用者の個人情報を、少なくとも該機器端末が設けられた遊戯機器の種別を表す遊戯機器識別情報を含む利用情報と、関連づけて記憶する利用情報蓄積手段と、

を含むことを特徴とする遊戯施設管理システム。

【請求項 3】 請求項 1、2 のいずれかにおいて、

前記情報識別媒体は、

ポストペイドまたはプリペイド用の記憶媒体として形成され、

前記機器端末は、

前記情報記憶媒体を受け入れて、遊戯機器の利用を許可する場合に利用者に課金する課金端末として形成されたことを特徴とする遊戯施設管理システム。

【請求項 4】 請求項 1～3 のいずれかにおいて、

前記機器端末は、

前記利用情報蓄積手段に送信する前記個人情報または ID 情報と前記利用情報とを関連づけて一時的に記憶する利用情報一時記憶手段を更に含むことを特徴とする遊戯施設管理システム。

10 【請求項 5】 請求項 1～4 のいずれかにおいて、

前記機器端末は、

時刻情報を出力するクロック手段を更に含み、前記前記利用情報に、遊戯機器が利用された時刻を表す利用時刻情報を含ませて出力することを特徴とする遊戯施設管理システム。

【発明の詳細な説明】

【0001】

【発明の属する技術分野】本発明は遊戯施設管理システムに関し、特に、複数の遊戯機器の利用状況を把握することが可能な遊戯施設管理システムに関する。

20 【0002】

【背景技術及び発明が解決しようとする課題】従来、複数のゲーム機が備えられたゲームセンター等の遊戯施設においては、ゲーム機毎に設けられたコイン投入口に利用者が所定の金額の硬貨を利用料金として投入することで、該遊戯施設の運営が行われてきた。

【0003】このような、遊技施設では、各ゲーム機毎の利用状況を把握できれば、施設の運営を効果的に行う事ができる。

30 【0004】しかし、従来の遊戯施設において、施設管理者は、各遊戯機器の利用状況を直接観察することによって、あるいは業務終了後に各遊戯機器の売り上げ調べることによってしか遊戯施設の利用状況に対する情報を得ることができず、該遊戯施設の利用状況に対する広範な情報を得ることが困難であった。

【0005】本発明は、上記問題に鑑みてなされたものであって、施設管理者が各ゲーム機の利用状況を詳細に把握することが可能な遊戯施設管理システムを提供することを課題とする。

40 【0006】

【課題を解決するための手段】請求項 1 の発明は、遊技施設の各遊戯機器の利用情報を収集管理する遊戯施設管理システムであって、遊戯施設の各利用者に所持される情報記憶媒体と、前記各遊戯機器に備えられ、遊戯機器の利用に際して前記情報記憶媒体を受け入れて該情報記憶媒体に記憶されている情報を読み出す機器端末と、前記各機器端末と通信手段を介して接続されたホスト装置と、を含み、前記情報識別媒体には、該情報識別媒体を所持する利用者の個人情報が書き込まれ、前記機器端末は、前記情報記憶媒体を受け入れて該情報記憶媒体に記

憶されている前記個人情報を読み出し、前記通信手段を介して前記ホスト装置に送信するように形成され、前記ホスト装置は、受信する各機器端末からの個人情報と、少なくとも該機器端末が設けられた遊戯機器の種別を表す遊戯機器識別情報を含む利用情報と、を関連づけて記憶する利用情報蓄積手段を含むことを特徴とする。

【0007】請求項1の発明によれば、前記ホスト装置と前記機器端末とは通信手段によって情報通信可能に接続され、前記機器端末で前記情報記憶媒体から読み出される利用者の個人情報は前記通信手段を介してホスト装置に送られる。前記利用者の個人情報としては、例えば、利用者の年齢や性別等が設定される。

【0008】また、前記ホスト装置には、前記個人情報と前記利用情報とを関連づけて記憶する前記利用情報蓄積手段が設けられる。前記利用情報には、例えば、その利用者の得点等も含ませることができる。

【0009】そして、前記通信手段によって前記機器端末から送信される利用情報及び個人情報が前記利用情報蓄積手段に記憶される。

【0010】従来の遊戯施設においては施設管理者は、各遊戯機器の利用状況を直接観察することによって、あるいは業務終了後に各遊戯機器の売り上げ調べることによって遊戯施設の利用状況に対する情報を得ることができるだけであり、該遊戯施設の利用状況に対する広範な情報を得ることが困難であった。

【0011】これに対して請求項1の発明によれば、前記機器端末にて読み込まれる個人情報とその個人情報に係る利用者の利用した遊戯機器の種類や得点等を前記通信手段によって前記ホスト装置に送信することによって、例えば、「特定の遊戯機器の利用者の平均年齢」や、「特定の年齢の利用者の平均得点」といった遊戯施設の広範な利用情報を容易に得ることが出来る。

【0012】請求項2の発明は、遊技施設の各遊戯機器の利用情報を収集管理する遊戯施設管理システムであって、遊戯施設の各利用者に所持される、利用者のIDが書き込まれた情報記憶媒体と、前記各遊戯機器に備えられ、遊技機器の利用に際して前記情報記憶媒体を受け入れて該情報記憶媒体に記憶されているIDを読み出す機器端末と、前記各機器端末と通信手段を介して接続されたホスト装置と、を含み、前記機器端末は、前記情報記憶媒体を受け入れて該情報記憶媒体に記憶されている前記IDを読み出し、前記通信手段を介して前記ホスト装置に送信するように形成され、前記ホスト装置は、予め各利用者のIDに関連付けた個人情報が記憶された個人情報記憶手段と、受信する各機器端末からのIDに基づき、利用者の個人情報を、少なくとも該機器端末が設けられた遊戯機器の種別を表す遊戯機器識別情報を含む利用情報と、関連づけて記憶する利用情報蓄積手段と、を含むことを特徴とする。

【0013】請求項2の発明によれば、利用者の個人情

報は、予め利用者のIDに関連付けられてホスト装置側の個人情報記憶手段に記憶されている。そして、利用者に手渡される情報記憶媒体には、少なくとも各利用者のIDが記憶されている。

【0014】そして、利用者が各遊戯機器を利用すると、情報記憶媒体から読み出された利用者のIDは通信手段を介してホスト装置へ送信される。

【0015】このIDを受信したホスト装置は、受信したIDに基づき利用者の個人情報を、少なくとも遊戯機器の種別を表す遊戯機器識別情報を含む利用情報と関連付けて記憶する。

【0016】これにより、本発明によれば、請求項1の発明と同様に、遊戯施設の広範な利用情報を容易に得ることができる。

【0017】特に、本発明によれば、ホスト装置側に、予め各利用者のIDに関連付けた個人情報を記憶しておくことにより、各利用者に発行する情報記憶媒体への記憶情報量を少なくでき、しかも、システム全体としては遊戯施設の広範な利用情報を容易に得ることができる。

【0018】請求項3の発明は、請求項1～2のいずれかにおいて、前記情報識別媒体は、ポストペイドまたはプリペイド用の記憶媒体として形成され、前記機器端末は、前記情報記憶媒体を受け入れて、遊戯機器の利用を許可する場合に利用者に課金する課金端末として形成されたことを特徴とする。

【0019】請求項3の発明によれば、前記情報記憶媒体をポストペイドまたはプリペイド用の記憶媒体として形成しておき、各遊戯機器に備えられた機器端末を課金端末として形成している。

【0020】これにより、利用者が遊戯機器を利用する際に、前記ポストペイドまたはプリペイド用の情報記憶媒体を機器端末に端末にセットする機会を利用し、各遊戯施設毎に利用者の個人情報またはID情報を確実に収集することが可能となる。

【0021】特に、前記情報記憶媒体を、ポストペイドまたはプリペイド用の記憶媒体として形成することにより、情報記憶媒体を発行する機会を利用し、利用者毎の個人情報またはID情報を記憶媒体に書き込むことができる。例えば、前記情報記憶媒体としてポストペイドまたはプリペイド用のカードを発行する場合には、カード発行機は遊戯施設内に設置されることが多い。この場合には、カード発行機に、利用者の個人情報を入力する手段、例えば年齢や性別などを入力する手段を設けておき、利用者がこれら個人情報を入力した場合にカードを発行するように形成すればよい。

【0022】請求項4の発明は、請求項1～3のいずれかにおいて、前記機器端末は、前記利用情報蓄積手段に送信する前記個人情報またはID情報と前記利用情報とを関連づけて一時的に記憶する利用情報一時記憶手段を更に含むことを特徴とする。

【0023】請求項4の発明によれば、前記機器端末は前記利用情報一時記憶手段を含んで構成される。こうして、該利用情報一時記憶手段によって前記利用情報蓄積手段に送信すべき情報を前記機器端末の側で一時的に記憶しておけば、前記通信手段による通信をリアルタイムに行わなくても済む。また、万が一、前記ホスト装置がダウンした場合にもそれらの情報の消滅を最小限にすることができ、遊戯施設管理の信頼性を向上させることができる。

【0024】請求項5の発明は、請求項1～4のいずれかにおいて、前記機器端末は、時刻情報を出力するクロック手段を更に含み、前記前記利用情報に、遊戯機器が利用された時刻を表す利用時刻情報を含ませて出力することを特徴とする。

【0025】請求項5の発明によれば、前記機器端末は前記クロック手段を含んで構成される。そして、例えば、前記機器端末に前記情報記憶媒体が挿入されたタイミングを利用時刻情報として該クロック手段が出力する。こうして出力される利用時刻情報は前記ホスト装置の前記利用情報蓄積手段によって記憶される利用情報に含まれる。

【0026】こうすれば、遊戯施設の遊戯機器が利用者により利用される各々の時間をホスト装置に蓄積することができ、遊戯施設の施設管理者は該遊戯施設の利用状況、例えば、「特定の遊戯機器の時間帯による利用率の変化」や、「特定の遊戯機器の利用者の平均年齢と利用時間帯」といった遊戯施設の広範な利用情報を更に詳細に把握することが可能となる。そして、その結果、施設管理者は遊戯施設のより効率的な運営を図ることができる。

【0027】

【発明の実施の形態】本発明の実施例について、図面に基づき詳細に説明する。

【0028】図1は本発明に係る遊戯施設管理システムを示す概略図である。

【0029】本遊戯施設管理システムは、遊戯施設内に配置され施設利用者に磁気記録カードを発行するカード発行機2と、遊戯施設内に配置される各ゲーム機10-1、10-2、10-3、…、10-nに接続される機器端末としての課金端末12-1、12-2、12-3、…、12-nと、遊戯施設での利用料金を精算するための精算端末14と、ホスト装置16とがネットワーク18によって通信可能に接続されて構成される。

【0030】前記カード発行機2は、カード発行の際に、利用者のID情報が磁気的に初期設定される。

【0031】本遊戯施設の利用者は各自が所持する磁気記録カードを前記課金端末12に挿入してそれぞれのゲーム機10を利用し、前記精算端末14に該磁気記録カードを挿入して本遊戯施設の利用料金を精算する。

【0032】前記課金端末12は、遊戯施設内のゲーム

機10の利用に対する課金を行うものであり、各ゲーム機10に電氣的に接続して用いられるものである。

【0033】図2は本遊戯施設管理システムの課金端末12の構成を示すブロック図である。同図に示す課金端末12は、制御部20、リード／ライト部22、印字出力部24、管理情報メモリ26、単価情報メモリ28、単価情報ライト部30、通信部32を含んで構成される。

【0034】前記リード／ライト部22は、前記磁気記録カードへの磁気記録の読み出し及び書き込みを行うものであり、前記印字出力部24は、本課金端末12が接続されたゲーム機10の利用に対する課金情報を前記磁気記録カードの裏面に印字出力するものである。

【0035】前記管理情報メモリ26は、本遊戯施設の特定の利用者に係る前記磁気記録カードが利用された場合に当該ゲーム機10の利用禁止等の制御を行うための管理情報を記憶するためのものである。すなわち、本遊戯施設管理システムの前記磁気記録カードには特に固有のID情報が磁気記録されている。このID情報は、カード発行の際に前記カード発行機2により付与される。前記管理情報メモリ26は、ID情報と、そのID情報が本課金端末12に挿入された場合に行うべき制御を表す制御情報とを関連づけて管理情報として記憶するものである。

【0036】前記単価情報メモリ28は、本課金端末12が接続されるゲーム機10の利用料金の単価を表す単価情報が書き込まれて記憶されるものであり、前記単価情報ライト部30は、前記単価情報メモリ28へ単価情報を書き込むためのものである。

【0037】前記制御部20は、本課金端末12及び本課金端末12を接続するゲーム機10の動作制御を行うものであり、特に、ゲーム機10の制御を行うゲーム制御部34とゲーム機10の利用に対して課金を行う課金制御部36とを含んでいる。

【0038】以上の構成をなす本課金端末12に前記磁気記録カードが挿入されると、前記ゲーム制御部34と前記課金制御部36とを含む前記制御部20は、前記リード／ライト部22によって該磁気記録カードからID情報を読み出す。そして、前記ゲーム制御部34は読み出したID情報が管理情報メモリ26に記憶されるID情報のうちのひとつと一致するか否かを調べ、一致すれば該当する管理情報に含まれる制御情報に基づいてゲーム機10の制御を行う。また、ID情報が一致しなければ単にゲーム機10に利用許可の旨を送信する。この制御情報によって、例えば、特定のIDに係る利用者のゲーム機の利用を禁止したり、特定のIDに係る利用者に対してゲーム内容を変更することも可能である。従って、利用者が所持する情報記憶媒体を紛失した場合には、前記管理情報メモリ26に、その利用者に係るID情報と、利用を禁止すべき旨の制御情報を記憶させることに

よって、紛失した情報記憶媒体の使用を禁止することができる。このような情報の各管理情報メモリ26への書き込み制御は、ホスト装置16がネットワーク18を介して一括して行うように構成することが好ましい。

【0039】また、前記課金制御部36は、前記単価情報メモリ28に記憶された単価情報に基づいて前記リード／ライト部22によって前記磁気記録カードに課金情報の書き込みを行うと共に、前記印字出力部24によって前記磁気記録カードの裏面に課金情報の印字出力を行う。また、所定の時間毎に前記通信部32によって、ゲーム機10の利用者のID情報とその利用者の課金情報とを関連づけて前記ホスト装置16へ送信する。

【0040】尚、前記管理情報メモリ26に、本遊戯施設の入場者であって各ゲーム機10の利用を許可するものに係る全てのID情報を、該ID情報に対応する制御情報とともに記憶させることとしてもよい。そうして、本課金端末12に、前記管理情報メモリ26に記憶されていないID情報が記録された磁気記録カードが挿入された場合にその磁気記録カードによるゲーム機10の利用を禁止する制御を行えば、特定のIDに係る利用者や部外者のゲーム機の利用を禁止したり、特定のIDに係る利用者に対してゲーム内容を変更することが可能である。

【0041】次に、前記ホスト装置16について説明する。

【0042】図3は前記ホスト装置16の構成を示すブロック図である。同図に示すホスト装置16は、通信部38、メモリ部40とを含んで構成される。

【0043】前記通信部38は、各ゲーム機10に接続される前記課金端末12や前記精算端末14と前記ネットワーク18を用いて情報通信を行うための通信手段であり、前記メモリ部40は、特に、個人情報記憶部42と課金情報蓄積部44と利用情報蓄積部46とを含む。

【0044】前記個人情報記憶部42は、本遊戯施設の利用者の年齢、性別等の個人情報を、その利用者が使用する前記磁気記録カードのID情報と関連づけて記憶するものである。

【0045】前記課金情報蓄積部44は、所定の時間毎に、前記通信部38によって前記課金端末12からID情報と共に課金情報を受信し、それらの情報を蓄積するものである。

【0046】前記利用情報蓄積部46は、所定の時間毎に前記通信部38によって前記課金端末12からID情報と、このID情報とともに送信される、利用されたゲーム機10の機種、利用された時間、等の利用情報とが記憶されるものである。例えば、前記課金端末12に図示しないクロックを設け、前記磁気記録カードが該課金端末に挿入あるいは排出されるタイミングや、遊戯機器が終了するタイミングで、利用時刻を出力可能に構成すれば、前記利用情報蓄積部に該利用時刻を利用情報の一

部として記憶することも可能となる。

【0047】本遊戯施設管理システムでは前記磁気記録カードのID情報は、該磁気記録カードを使用する利用者の、年齢、性別等の個人情報と関連づけられているため、本遊戯施設の管理者は、前記利用情報蓄積部46に蓄積された利用情報と該個人情報とを対応づけることによって本遊戯施設の広範な利用情報を知ることができる。その結果、本遊戯施設管理システムによれば、管理者は、かかる広範な利用情報を用いてより効率的な遊戯施設の運用を行うことができる。

【0048】次に、前記精算端末14について説明する。

【0049】図4は前記精算端末14の構成を示すブロック図である。同図に示す精算端末14は、リード部48、料金演算部50、精算確認部52、通信部54、出力部56を含んで構成されている。

【0050】前記リード部48は、前記磁気記録カードを受け入れて該磁気記録カードに記憶されるID情報と課金情報を読み出すものである。

【0051】前記料金演算部50は、読み出した課金情報に基づいて本遊戯施設での利用料金の総計を演算するものであり、前記出力部56は、演算結果を出力するものである。

【0052】前記通信部54は、前記ネットワーク18を用いて前記ホスト装置16と情報通信可能に接続するものであり、前記ホスト装置16の前記課金情報蓄積部44に記憶される課金情報を所定時間毎に受信するものである。

【0053】前記精算確認部52は、こうして該通信部54によって受信した課金情報と前記リード部48によって読み出した課金情報との整合を調べるものであり、両者の整合が取れない場合には精算の内容に不具合がある旨を管理者に警告する。

【0054】次に、以上の説明に基づいて本遊戯施設管理システム全体の作用について説明する。

【0055】利用者は本遊戯施設を利用するにあたり会員登録を行い、会員証を作成する。そして、この会員登録により利用者の個人情報が前記ホスト装置16の個人情報記憶部42に記録される。そして、利用者は本遊戯施設の後払い利用のための前記磁気記録カードを交付される。この磁気記憶カードには、利用者のID情報が書き込まれている。

【0056】施設に入場した利用者は、利用したいゲーム機10に備えられた前記課金端末12の前記リード／ライト部22に前記磁気記録カードを挿入する。この際、利用者の持つ磁気記録カードのID情報と、課金情報とが、利用情報とともに前記ネットワーク18を介して前記ホスト装置16に送られる。

【0057】これにより、ホスト装置16の利用情報蓄積部46には、利用者のID情報と、利用されたゲーム

機10の種別、利用された時間などの利用情報とが順次蓄積されていくことになる。

【0058】従って、例えばホスト装置16の利用情報蓄積部46内に、遊戯施設内における各ゲーム機10の利用情報と、そのID情報とを、例えば1日分、1週間分、1ヶ月分、1年分というように順次蓄積していくことにより、各ゲーム機10の利用状況及びその変動を正確に知ることができ、この結果、遊戯施設全体の運営を効果的に行うことができる。

【0059】例えば、これらの蓄積データから、利用者の年齢別、性別の利用状況を各ゲーム機毎に把握することができ、しかも1日の中での利用状況の変動、1週間、1ヶ月、1年の単位での利用状況の変動を正確に把握し、これをゲーム機10の利用料金の設定、入れ替え、遊戯施設内での人員の配置を検討するための基礎資料として用いることができる。

【0060】そして、利用者が本遊戯施設内のゲーム機10の利用を終えたときは、利用者あるいは施設の管理者が前記精算端末14のリード部48に磁気記録カードを挿入して精算処理を行う。この際、前記精算端末14では前記リード部48が磁気記録カードから前記課金端末12により書き込まれた課金情報及びID情報を読み取り、前記料金演算部50はその課金情報に基づいて本遊戯施設の利用料金を計算する。また、本遊戯施設管理システムでは、前記精算端末12に前記精算確認部52が設けられていて、該精算確認部52は前記ホスト装置16の前記課金情報蓄積部44に蓄積された利用者の課金情報と、前記磁気記録カードから読み出した課金情報との整合を調べることができる。また、万一課金情報に異常があった場合は係員による対応を促す。こうして、本遊戯施設管理システムでは磁気記録カードの信頼性を向上させることに成功している。

【0061】尚、以上説明した本遊戯施設管理システムは種々の変形実施が可能である。

【0062】例えば、上記実施例においては磁気記録カードにID情報が書き込まれて、利用者の個人情報は該ID情報に関連づけられていたが、前記磁気記録カードに利用者の個人情報を直接書き込んでおいても良い。

【0063】この場合、前記課金端末12では特定の個人情報が記録されている磁気記録カードが挿入された場合に特定の制御を行うことも可能であり、例えば、前記課金端末12に所定の年齢以下の利用者に係る磁気記録カードが挿入された場合にゲーム画面の構成の変更を行う制御を行うことも容易である。こうして、前記磁気記録カードに記録する情報を用いることにより前記課金端

末12は本遊戯施設の娯楽性を高める制御を行うことが可能である。

【0064】さらに、この場合には、各課金端末12からホスト装置16に送られてくる個人情報および利用情報は、前記施設の場合と同様に利用情報蓄積部46へ書き込むようにすればよい。

【0065】また、前記ゲーム機10は、ビデオゲームのみならずアトラクション等でもよい。この場合、課金のみを課金端末12により行い、ゲームの制御はアトラクションの運営を行う係員によることも可能である。

【0066】さらに、上記実施例においては前記単価情報ライト部30は前記課金端末12に設けられていたが、前記ネットワーク18を用いて前記ホスト装置16から複数の前記課金端末12の前記単価情報メモリ28の単価情報を一律に変更することもできる。

【0067】また、既に示した図2において、前記通信部32の前段に前記ホスト装置16の前記メモリ部40に送信される各種の情報を一時的に記憶する一時メモリを設ければ、その課金端末12と前記ホスト装置16との間の通信をリアルタイムに行わなくて済むとともに、万が一、前記ホスト装置16がダウンした場合にも必要なデータの消失を最小限に食い止めることができる。

【0068】

【図面の簡単な説明】

【図1】本発明に係る遊戯施設管理システムを示す概略図である。

【図2】本遊戯施設管理システムの課金端末の構成を示すブロック図である。

【図3】本遊戯施設管理システムのホスト装置の構成を示すブロック図である

【図4】本遊戯施設管理システムの精算端末の構成を示すブロック図である。

【符号の説明】

10 ゲーム機（遊戯機器）

12 課金端末

14 精算端末

16 ホスト装置

18 ネットワーク（通信手段）

22 リード／ライト部（課金端末用リード／ライト手段）

34 ゲーム制御部

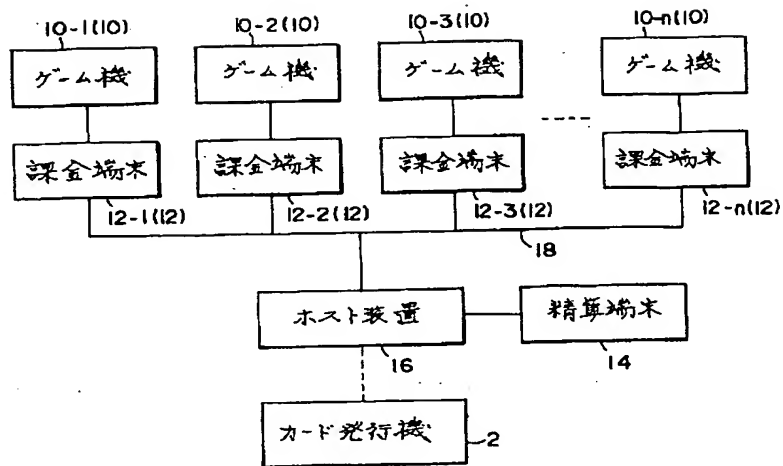
36 課金制御部

50 料金演算部

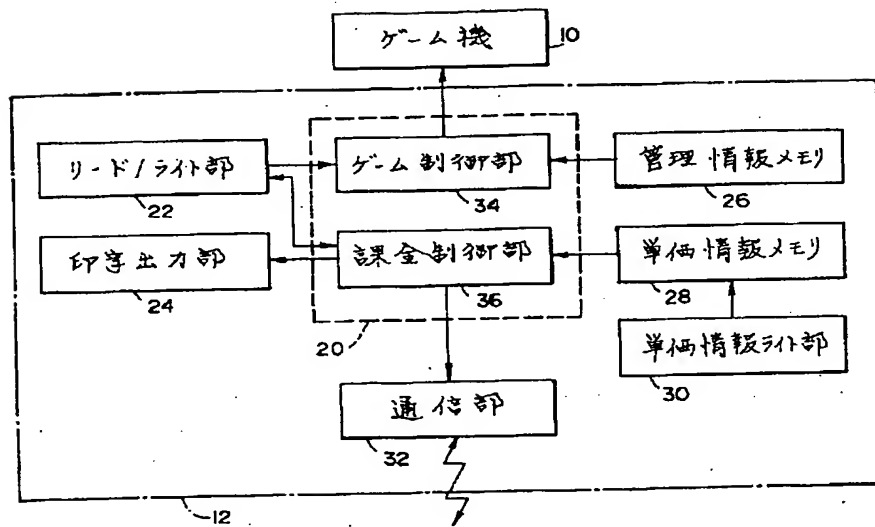
44 課金情報蓄積部

46 利用情報蓄積部

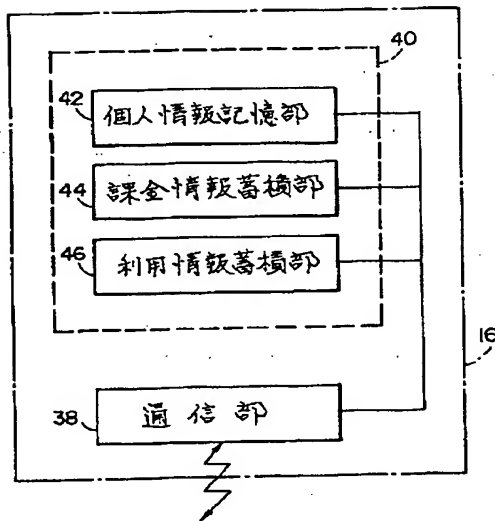
【図1】



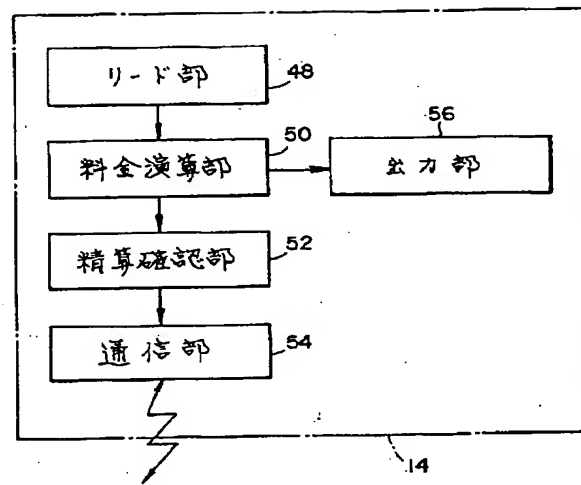
【図2】



【図3】



【図4】



【公報種別】特許法第 17 条の 2 の規定による補正の掲載
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【手続補正書】
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 【手続補正 1】
 【補正対象書類名】明細書
 【補正対象項目名】特許請求の範囲
 【補正方法】変更
 【補正内容】
 【特許請求の範囲】

【請求項 1】 遊技施設の各遊技機器の利用情報を収集管理する遊技施設管理システムであって、前記各遊技機器に備えられ、遊技機器の利用に際して、遊技施設の各利用者に所持され利用者の個人情報を書き込まれた情報記憶媒体を受け入れて該情報記憶媒体に記憶されている情報を読み出す機器端末と、前記各機器端末と通信手段を介して接続されたホスト装置と、を含み、前記機器端末は、前記情報記憶媒体を受け入れて該情報記憶媒体に記憶されている前記個人情報を読み出し、前記通信手段を介して前記ホスト装置に送信するように形成され、前記ホスト装置は、受信する各機器端末からの個人情報と、少なくとも該機器端末が設けられた遊技機器の種別を表す遊技機器識別情報を含む利用情報と、を関連づけて記憶する利用情報蓄積手段を含むことを特徴とする遊技施設管理システム。

【請求項 2】 遊技施設の各遊技機器の利用情報を収集管理する遊技施設管理システムであって、

前記各遊技機器に備えられ、遊技機器の利用に際して、遊技施設の各利用者に所持され利用者の I D が書き込まれた情報記憶媒体を受け入れて該情報記憶媒体に記憶されている I D を読み出す機器端末と、前記各機器端末と通信手段を介して接続されたホスト装置と、を含み、前記機器端末は、前記情報記憶媒体を受け入れて該情報記憶媒体に記憶されている前記 I D を読み出し、前記通信手段を介して前記ホスト装置に送信するように形成され、前記ホスト装置は、予め各利用者の I D に関連付けた個人情報が記憶された個人情報記憶手段と、受信する各機器端末からの I D に基づき、利用者の個人情報を、少なくとも該機器端末が設けられた遊技機器の種別を表す遊技機器識別情報を含む利用情報と、関連づけて記憶する利用情報蓄積手段と、を含むことを特徴とする遊技施設管理システム。

【請求項 3】 請求項 1、2 のいずれかにおいて、前記情報識別媒体は、ポストペイドまたはプリペイド用の記憶媒体として形成され、前記機器端末は、前記情報記憶媒体を受け入れて、遊技機器の利用を許可する場合に利用者に課金する課金端末として形成されたことを特徴とする遊技施設管理システム。

【請求項 4】 請求項 1～3 のいずれかにおいて、

前記機器端末は、
前記利用情報蓄積手段に送信する前記個人情報またはID情報と前記利用情報とを関連づけて一時的に記憶する利用情報一時記憶手段を更に含むことを特徴とする遊戯施設管理システム。

【請求項5】 請求項1～4のいずれかにおいて、

前記機器端末は、
時刻情報を出力するクロック手段を更に含み、前記前記利用情報に、遊戯機器が利用された時刻を表す利用時刻情報を含ませて出力することを特徴とする遊戯施設管理システム。